

Sentinel 7800 Game Manual, Rev. A
12-13-90
12-18-90

(FUJI) Atari

**7800-
Game Manual**

Sentinel™

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a-Locate and Absorb Energy-a

You're a scientist, and your mission is locating, absorbing, glowing, and called the Sentinel, absorbs and stores energy from a variety of sources. How Earth is threatened by deadly alien, and you must use your mission to save your planet.

You must defend the Sentinel against alien attacks as it glides over four enemy planets, absorbing all alien energy beams in its path.

The Sentinel absorbs the energy from enemy planets and it energy deposits you shoot with your light gun. When an enemy source is hit, the Sentinel absorbs the target's energy.

Each of the four alien planets is more difficult to conquer than the last. You must first and destroy the alien force who guard each planet's power station. Destroy the station to destroy the planet. Then move on to the next world.

A single alien entity controls the other alien forces. When you have destroyed the four worlds, the Sentinel will come face to face with this and only. Defeat the final foe to complete your quest.

a-Getting Started-a

1. With your TV switched on, insert the Sentinel cartridge into your Atari 7800 as indicated in your manual. Switch on your console.
2. Connect a light gun to the left controller port.
3. There are three difficulty levels: Easy, Standard and Difficult. Press **SELECT** to see the difficulty level and the number of players (1 or 2).
4. Press **RESET** or fire at the screen to begin the game.

b-Optional Game Controls-b

To enhance play, the following optional game controls allow you to pause and restart the game.

- * Press **PAUSE** to pause the game. Repeatedly resume play.
- * To restart the game press **RESET**.
- * Pressing the **SELECT** button will return you to the options screen.

a-Playing the Game-a

Sentinel is a fast action arcade style game requiring lightning fast reflexes and deftly dodging through four deadly alien landscapes. A direct hit on enemy cover units, ground-based attack vehicles, (cars/tanks) and other obstacles, drains the energy from the alien source and feeds it into the Sentinel.

You begin the game with four lives. Damage from enemy fire bleeds energy from the Sentinel, and too many hits from enemy fire destroys the Sentinel.

The Sentinel must destroy every enemy alien landscape. You must destroy enemies on the ground before they have a chance to fire, and blast enemy ships out of the sky before they can reach the Sentinel.

Some aliens do more damage than others. Each alien world contains a greater number and variety of alien obstacles than the previous world. The alien move with greater and greater speeds. Defeating a alien reduces energy from the Sentinel. Try to blast as many aliens as you can and absorb their energy. Try not to increase alien. If you lose an alien source, your energy decreases by one point. You will need to store a great deal of energy to survive the deadly battles with alien leaders.

At the end of each alien world you'll encounter the scorching alien captain of that world's alien leader. The alien leaders quickly repair damage inflicted upon them. You must shoot fast to destroy the alien before the operation completes.

You can also pick up power packs and energy capsules on each alien world. These packs and capsules will enhance your shooting abilities if you're not a captain in the Sentinel. (See Items.)

a-Screens-a

The Sentinel screen is divided into two sections. The top section shows game action. Number of remaining Sentinels is displayed in the upper left hand corner of the action screen. The lower section is the statistics screen.

The Statistics screen shows: from left to right:

Pages Up - Current plays

Score - Current score

Name of Current World

Super Shot - Sentinel availability of Super Shot. The word READY will blink when this power is available.

Map – Topographic representation of planet's surface. Triggers the most difficult world in play, and takes four (or five) to go in order to complete it.

Strength – Displays how much energy remains in Sentinel.

a-Items-a

You can find the following items on enemy worlds to help you in your battle.

Energy Pools (replenish the Sentinel)

Super Shots destroy all enemies on the screen. Activate Super Shots by grabbing one chip at the Sentinel's disposal. You begin the game with one Super Shot; see Sentinel and earn more from Energy Pools. Super Shots are not effective against alien leaders.

Automatic Shots cause the Sentinel to automatically shoot energy from enemy air or ground targets.

Movement allows the Sentinel to increase vertical movement speed.

Energy Capsules (replenish the Sentinel)

a-Strategy-a

There are unmarked secret places in each alien world. Locating these hidden areas and going to them will provide you with bonus points and items.

Use Super Shots only when you are hopelessly outnumbered or in a cornered position.

Always shoot the enemies closest to you first.

a-Scoring-a

Earth 210
Forest 110
Tundra 100
Desert 100
Cave 100
Cavern 100
Savanna 140
Moon 140
Deep 100
Space 100
Hovers Craft 170
Planet 100
Mine 1 100

Bonus Points 140

Large Pyramid 110 to 500 mystery value!

Medium Pyramid 1400
Small Pyramid 1250
Halter Pyramid 1000

Big Almond 150 per hr

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Printed in China

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